

YEAR 4	
Number and Place Value	<ul style="list-style-type: none"> • Count in multiples of 6, 7, 9, 25 and 1000 • Find 1000 more or less than a given number • Count backwards through zero to include negative numbers • Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) • Order and compare numbers beyond 1000 up to 10,000
Fractions	<ul style="list-style-type: none"> • Recognise and show, using diagrams, families of common equivalent fractions. • Count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten. • Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number. • Add and subtract fractions with the same denominator. • Recognise and write decimal equivalents of any number of tenths or hundredths. • Recognise and write decimal equivalents to $\frac{1}{4}$; $\frac{1}{2}$; $\frac{3}{4}$. • Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as units, tenths and hundredths. • Round decimals with one decimal place to the nearest whole number. • Compare numbers with the same number of decimal places up to two decimal places. • Solve simple measure and money problems involving fractions and decimals to two decimal places. • Pupils are taught throughout that decimals and fractions are different ways of expressing numbers and proportions.
Addition and Subtraction	<ul style="list-style-type: none"> • Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate • Estimate and use inverse operations to check answers to a calculation • Solve addition and subtraction 2-step problems in context deciding which operations and methods to use and why
Multiplication and Division	<ul style="list-style-type: none"> • Recall multiplication and division facts for multiplication tables up to 12 x 12 • Use place value, known and derived facts to multiply and divide mentally, including: multiplying by zero and 1; dividing by 1; multiplying together three numbers • Recognise and use factor pairs and commutativity in mental calculations • Multiply 2 digit and 3-digit numbers by a 1 digit number using formal written layout • Solve problems involving multiplying and adding, using the distributive law to multiply 2 digit numbers by 1 digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects • Use inverse to estimate/check answers to a calculation
Geometry - Shape	<ul style="list-style-type: none"> • Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. • Identify acute and obtuse angles and compare and order angles up to two right angles by size. • Identify lines of symmetry in 2-D shapes presented in different orientations. • Complete a simple symmetric figure with respect to a specific line of symmetry. • Describe positions on a 2-D grid as coordinates in the first quadrant. • Describe movements between positions as translations of a given unit to the left/right and up/down. • Plot specified points and draw sides to complete a given polygon.
Statistics	<ul style="list-style-type: none"> • Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs • Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs • To find the mode and range of data.
Measures	<ul style="list-style-type: none"> • Convert between different units of measure (e.g. kilometre to metre; hour to minute). • Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. • Find the area of rectilinear shapes by counting squares. • Estimate, compare and calculate different measures, including money in pounds and pence. • Read, write and convert time between analogue and digital 12 and 24 hour clocks. • Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

